

CAL Sports Academy Small Group Training Policies and Procedures

Policies:

- Small group training pricing varies based on the number of athletes participating
- Payment from all participants must be completed prior to scheduling your small group training
- Any small group training cancellation or reschedule request more than 24 hours before the session will incur a <u>\$25 rescheduling fee</u> that must be paid by each participant, or it will be considered a forfeit
- Any small group training cancellation within 24 hours will result in a **forfeited** session
- If one or more participants cannot attend a training session, but there is at least 1
 participant who can attend, it is up to the small group participants to determine if
 you will keep your training as scheduled or pay the rescheduling fee (\$25 per
 participant) to allow all participants to attend.
 - A training session can run as scheduled if at least 1 athlete is present. If anyone in your small group party cannot attend a session, please notify us at <u>office@calsportsacademy.com</u> at least 24 hours in advance to allow the training coach to prepare accordingly.

Procedures:

*Please note, our online bookings system does not accommodate group trainings – all group trainings must be coordinated via office@calsportsacademy.com **

- 1. Visit <u>https://calsportsacademy.com/private-training-small-groups/</u> to learn more about our small group training opportunities
- 2. Contact us at <u>office@calsportsacademy.com</u> with the number of athletes in your small group, the sport desired for training, the number of trainings you would like to book, and any preferred coach for training
- 3. Create a CAL Sports Academy account if you do not already have one <u>https://</u> <u>calsportsacademy.leagueapps.com/login</u>

- 4. Complete your invoice payment and ensure all members of your small group have completed their payment
- 5. Schedule your sessions with office@calsportsacademy.com
- 6. Attend your training sessions and work to take your game to the next level!